Unit 3: Conditionals

Content Area: **Business**
Course(s): **Generic Course**
Time Period: **Semester 1 & 2**
Length: **3 weeks**
Status: **Published**

Standards

TECH.8.2.12.C.CS2	The application of engineering design.
TECH.8.2.12.D.CS1	Apply the design process.
TECH.8.2.12.E.CS1	Computational thinking and computer programming as tools used in design and engineering.

Enduring Understanding

All programming languages have statements that help you define the flow of control of a program.

Branching in programming allows for more sophisticated code.

Essential Questions

When would a programmer need to change the flow of control of a program?

When would a programmer opt to use a repetition statement?

Knowledge and Skills

- Discuss basic program development steps
- Define the flow of control through a program
- Use relational operators <, >, <=, >=, ==, and !=
- Use if statements
- Test for object equality using the equals method (String objects in particular

Transfer Goals

Students will be able to apply their knowlege of a computer program's flow of control to any high level

computer programming language.

Deconstructing a problem into components allows you to tackle complicated tasks.

Resources

CS Awesome curriculum and online textbook with interactive activities

Repl.it Teams for Education for writing programs

Teacher created Computer Science Google site